

Fig. 1A (Prior Art)

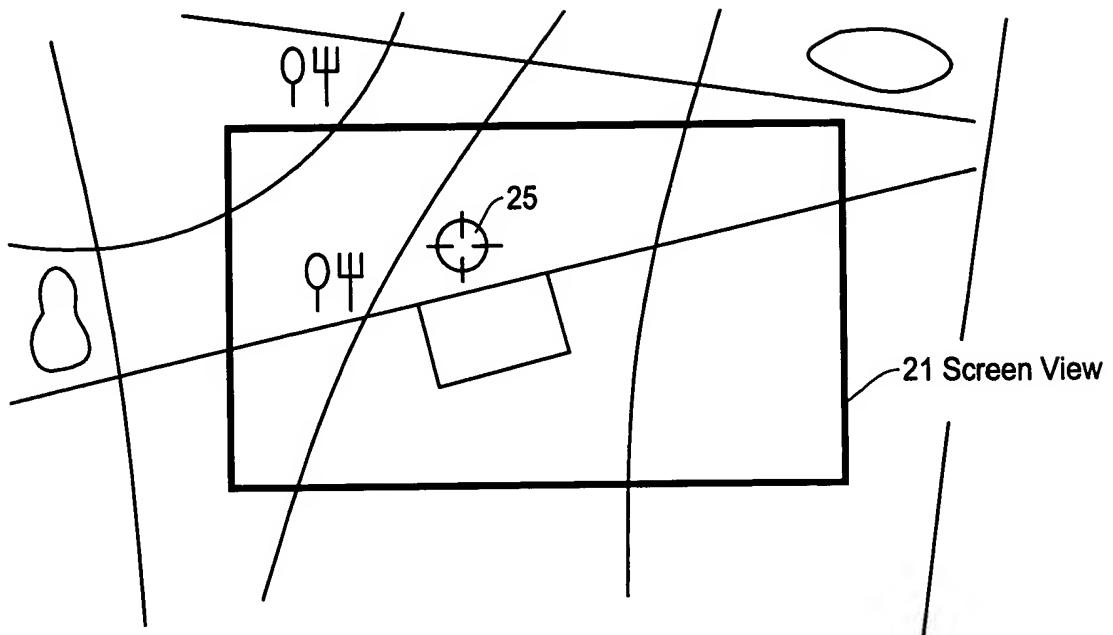


Fig. 1B
(Prior Art)

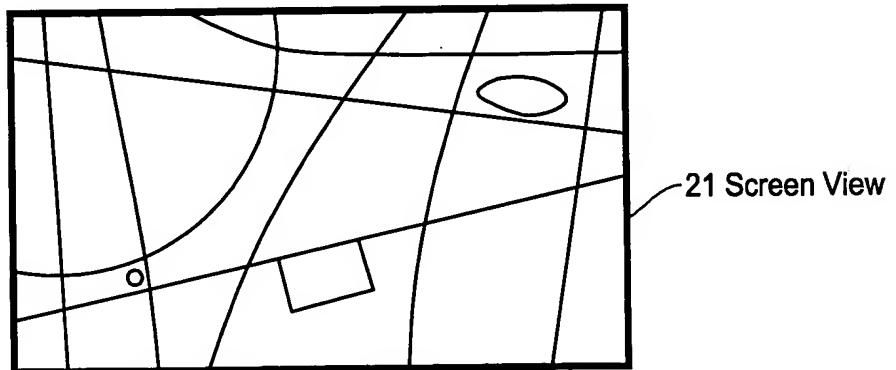


Fig. 1C
(Prior Art)

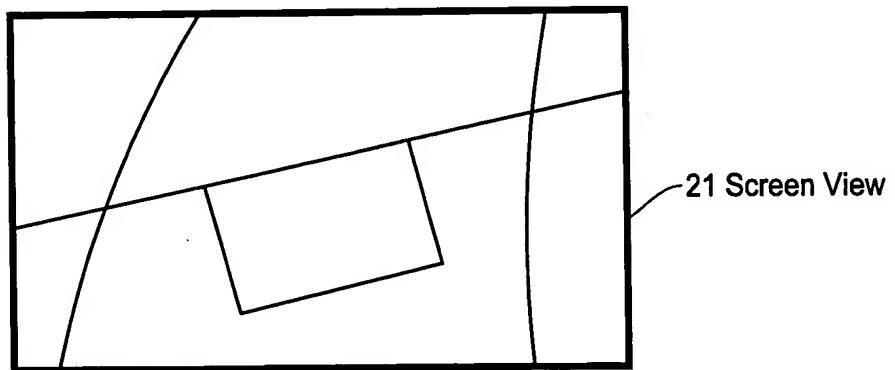


Fig. 2 (Prior Art)

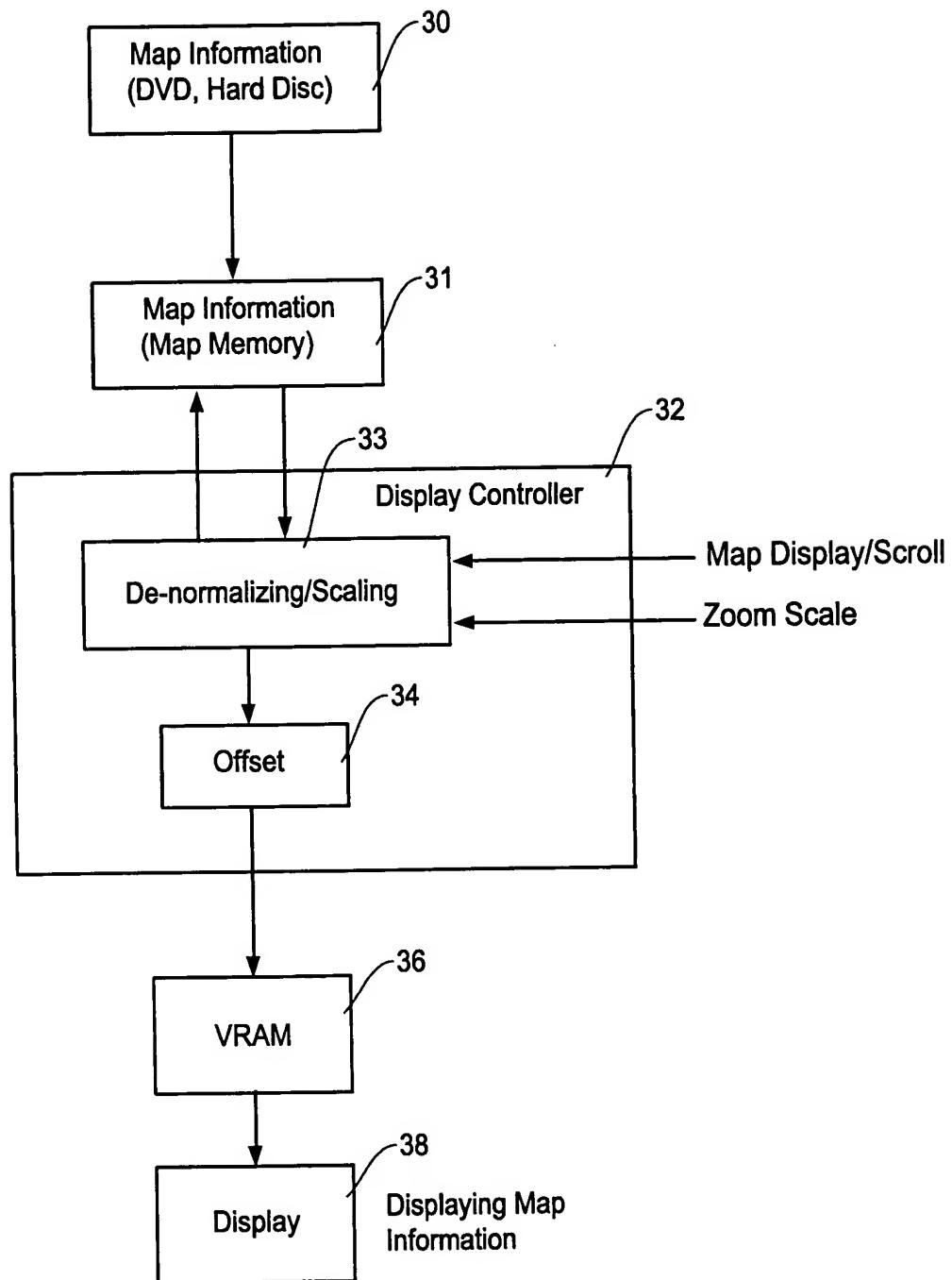


Fig. 3

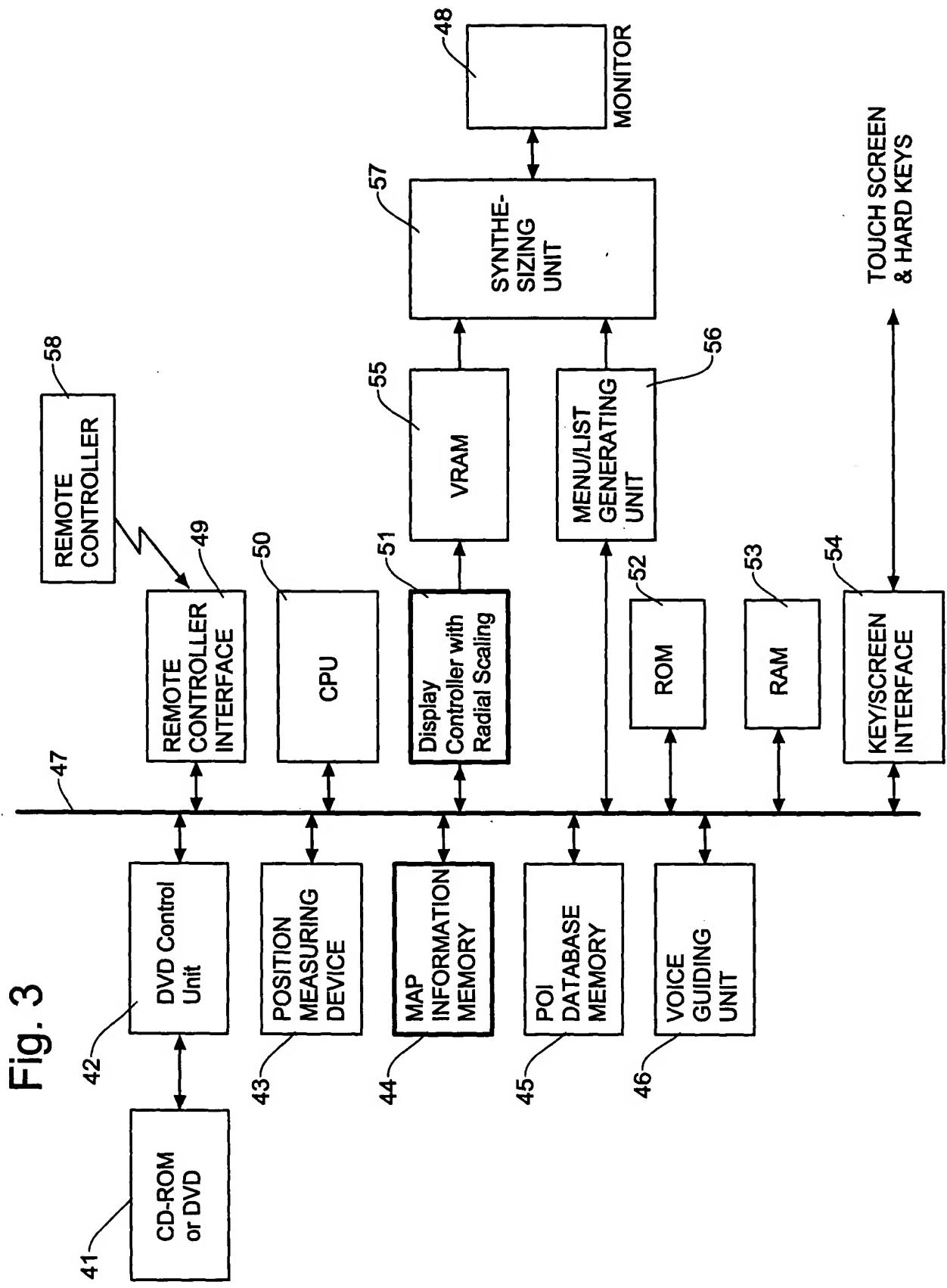


Fig. 4A

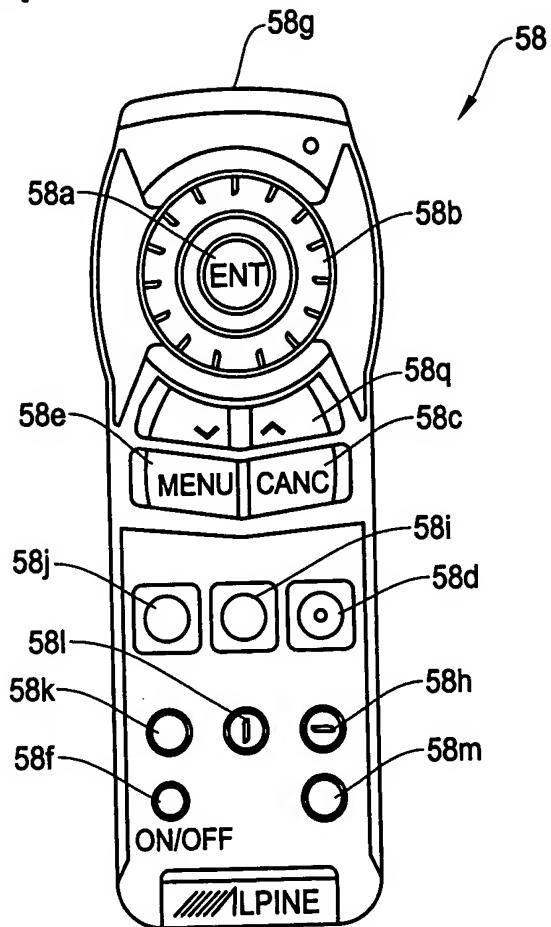


Fig. 4B

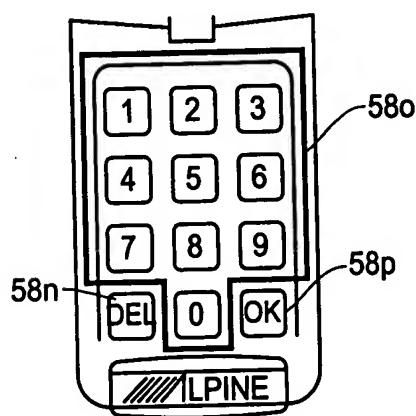
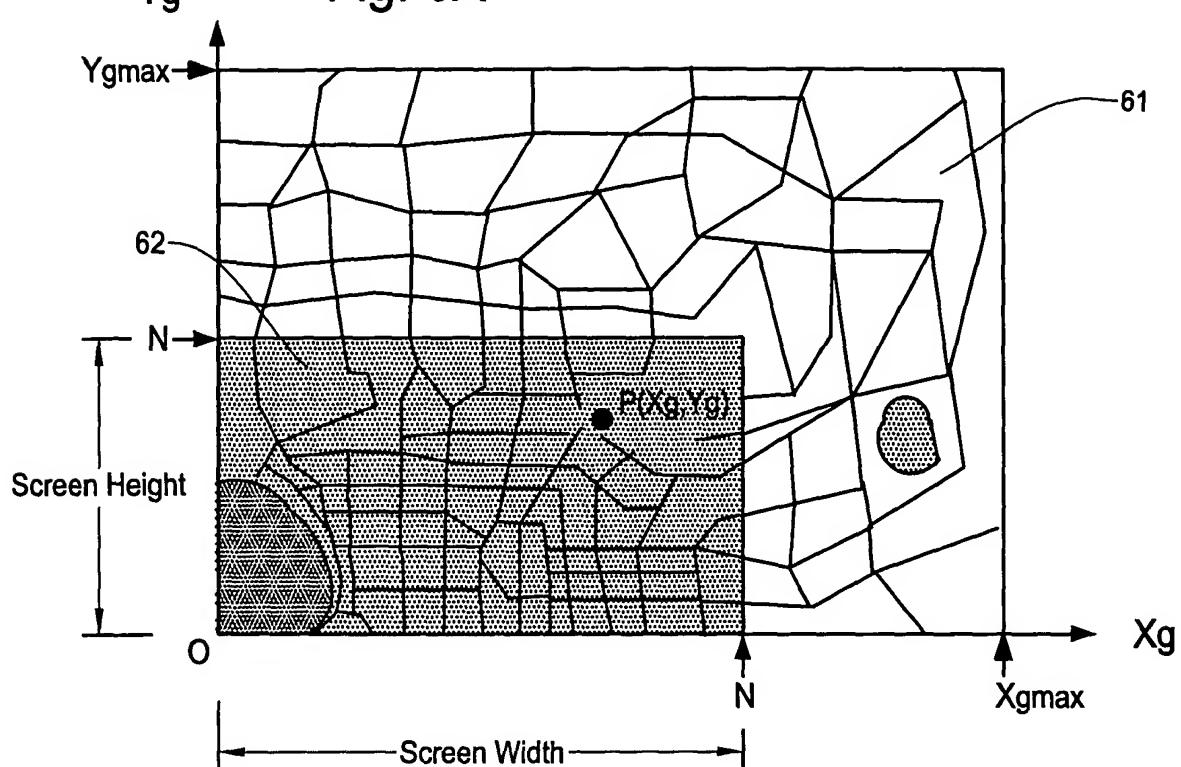
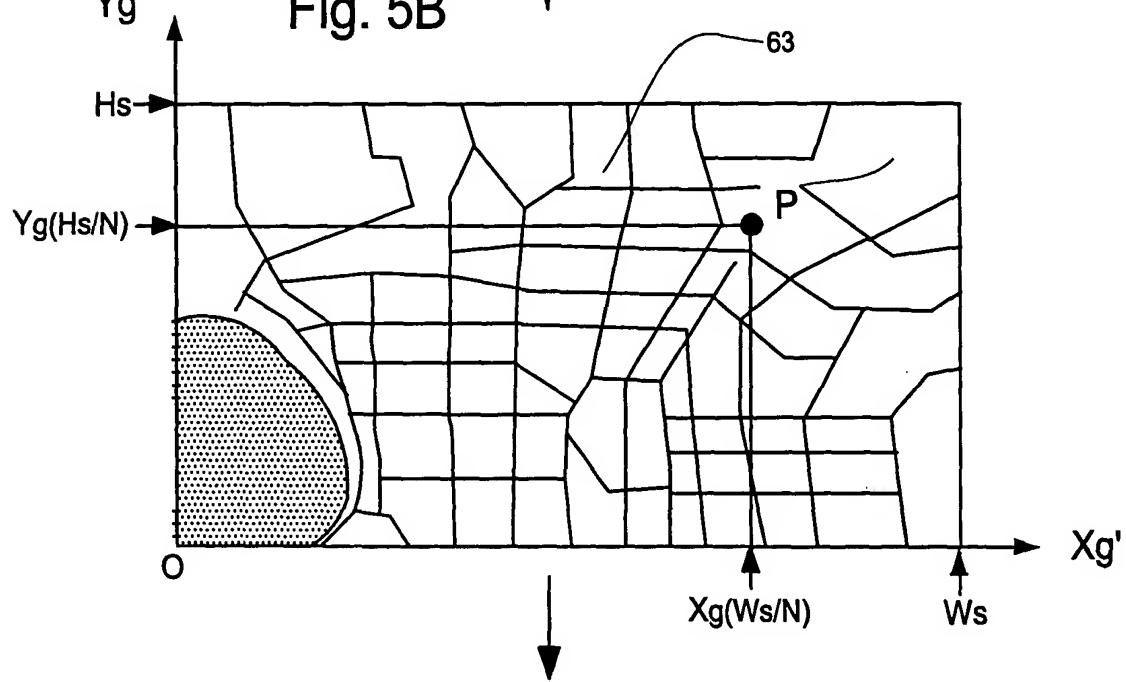


Fig. 5A



De-normalizing

Fig. 5B



from Fig. 5B

↓
Offset for Screen Coordinate

Fig. 5C

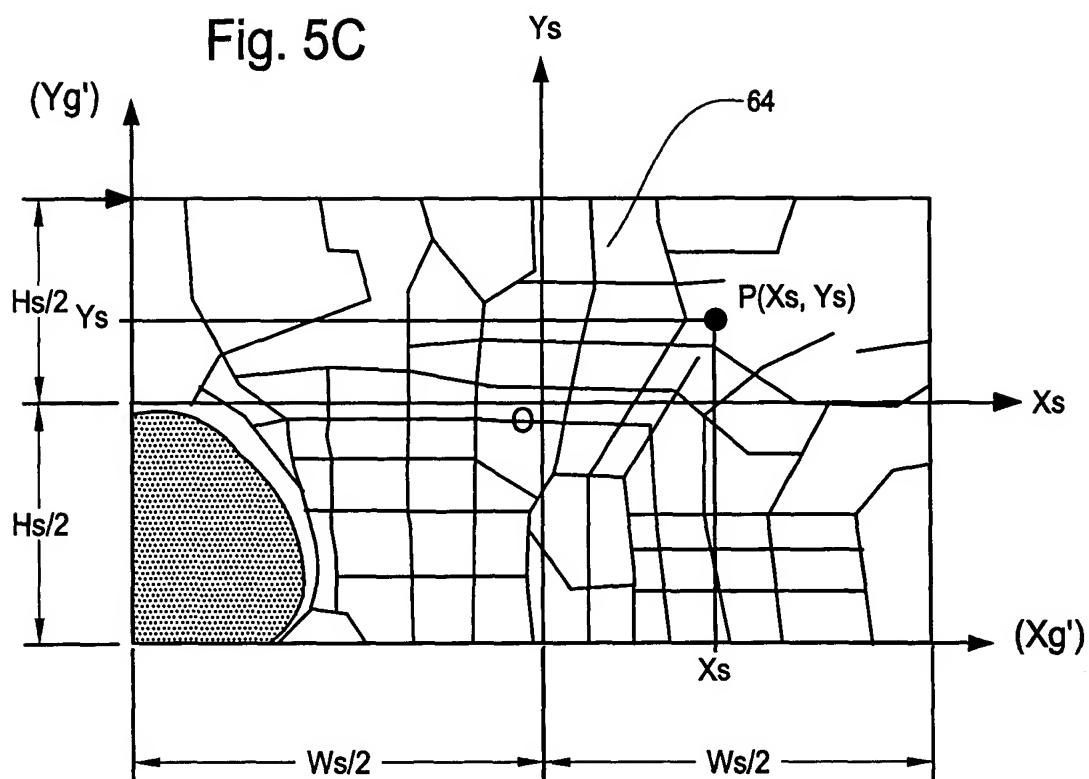


Fig. 6A

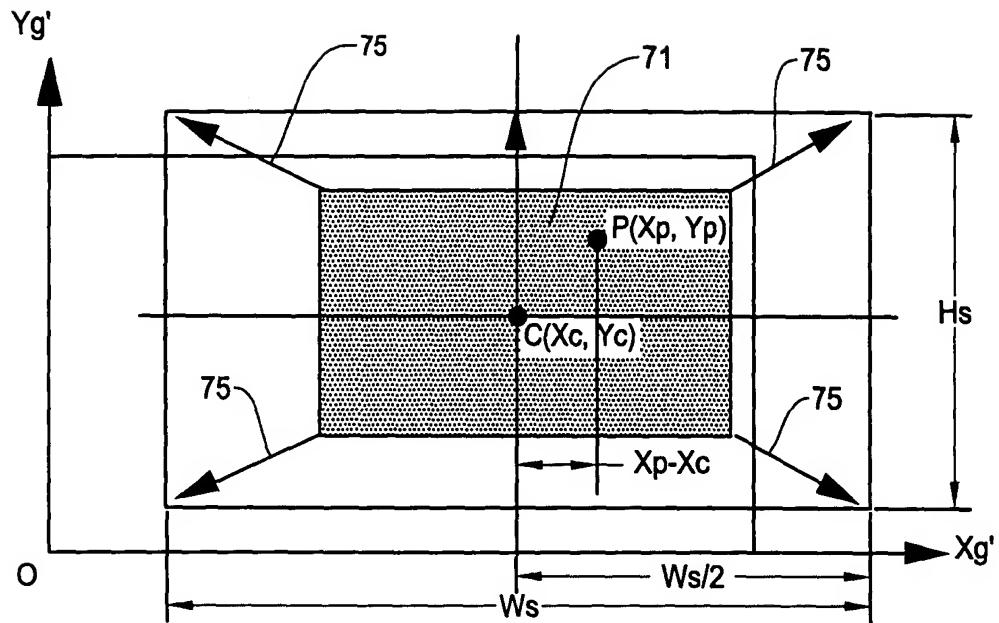
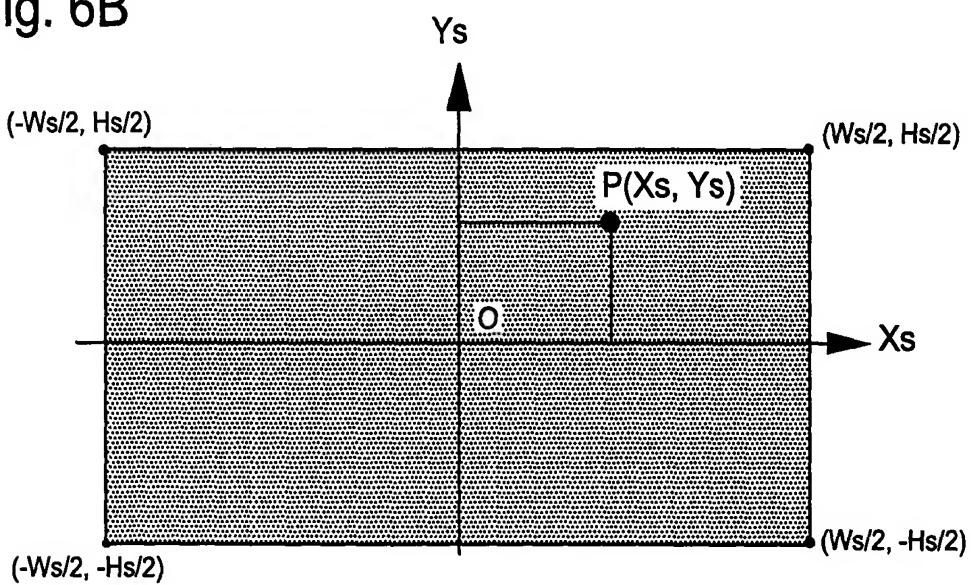


Fig. 6B



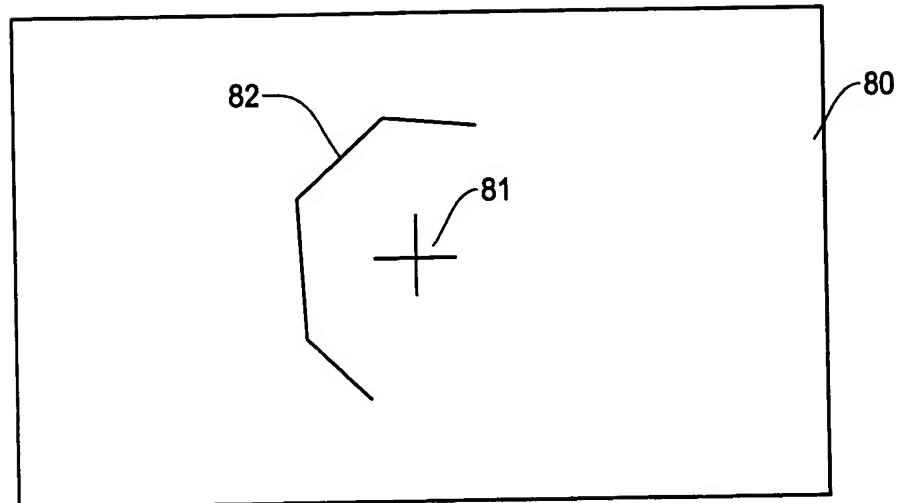
$$X_s = (X_p - X_c) Z_f = X_p Z_f - X_c Z_f$$

where $X_p = X_g (W_s/N)$

$$Y_s = (Y_p - Y_c) Z_f = Y_p Z_f - Y_c Z_f$$

where $Y_p = Y_g (H_s/N)$

Fig. 7A



Radial Scaling

Fig. 7B

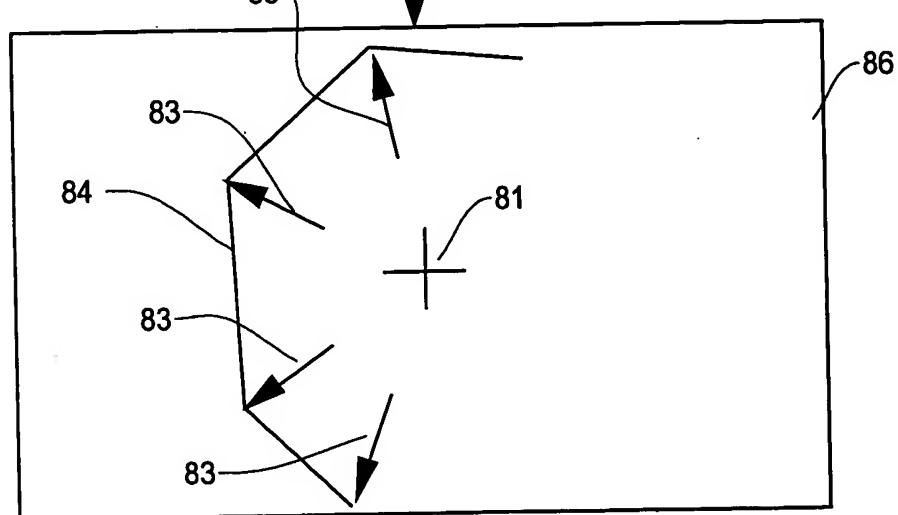


Fig. 8

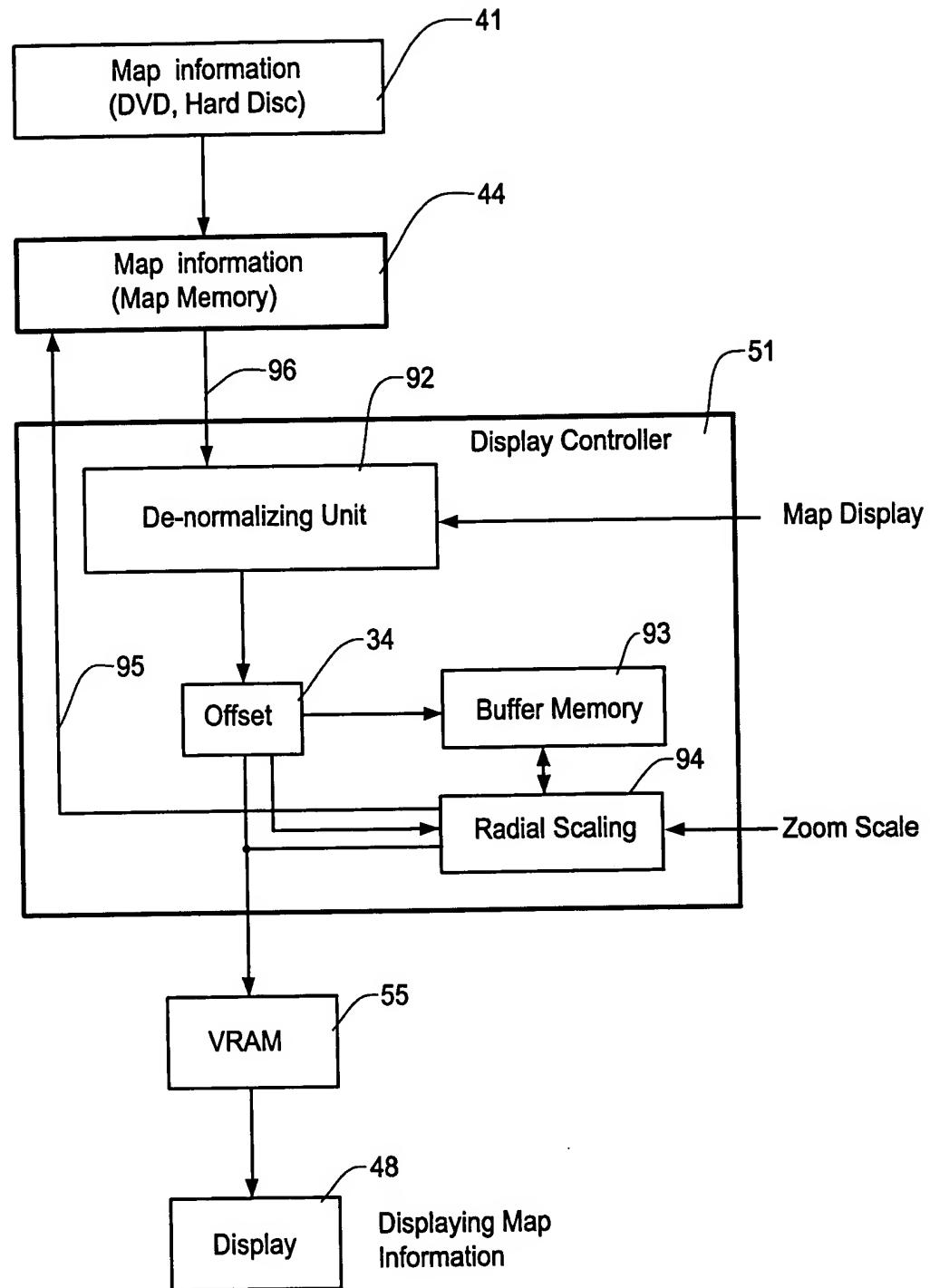


Fig. 9A

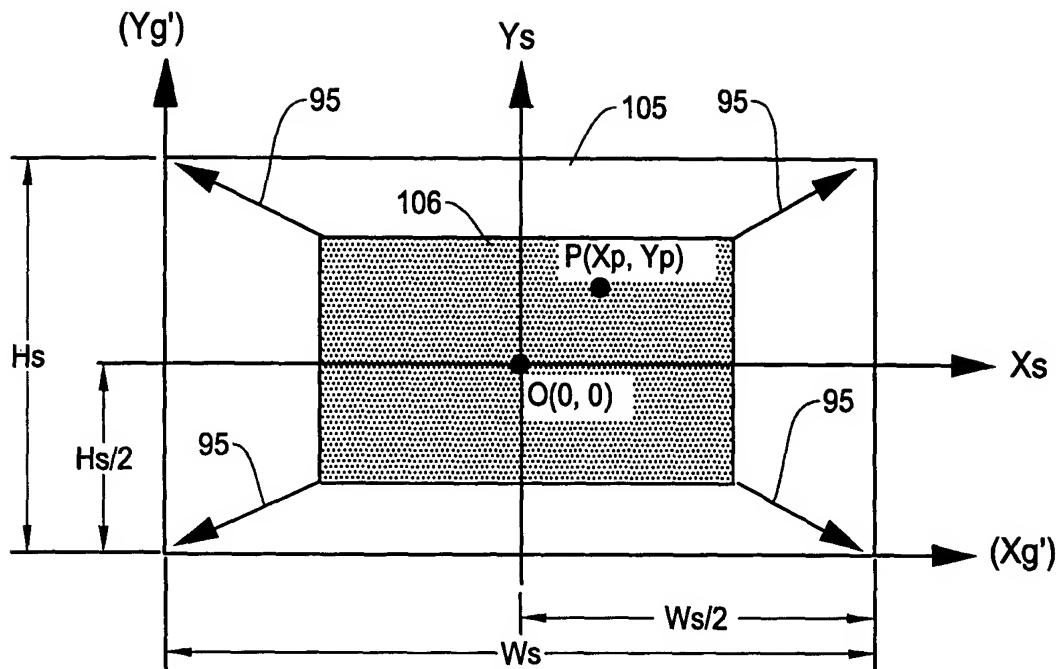


Fig. 9B

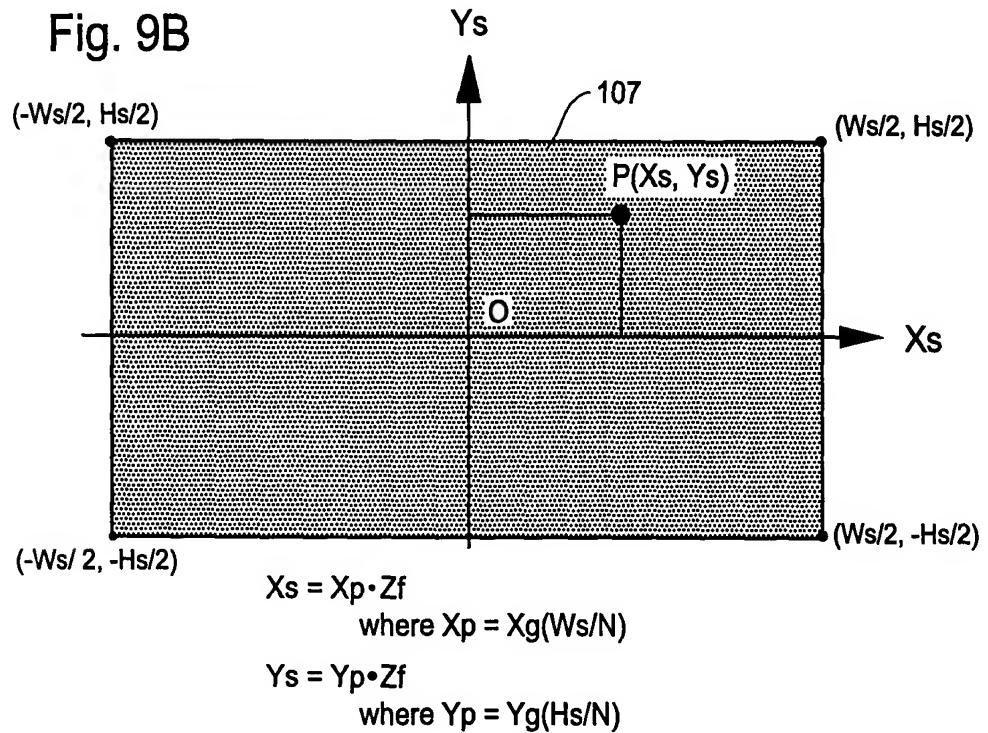


Fig. 10A

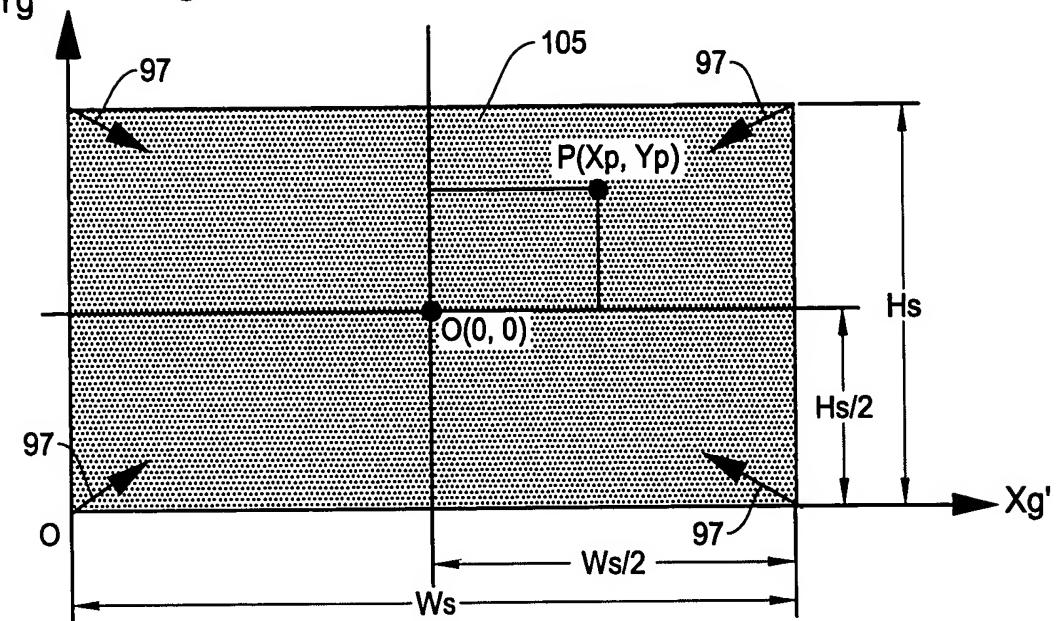
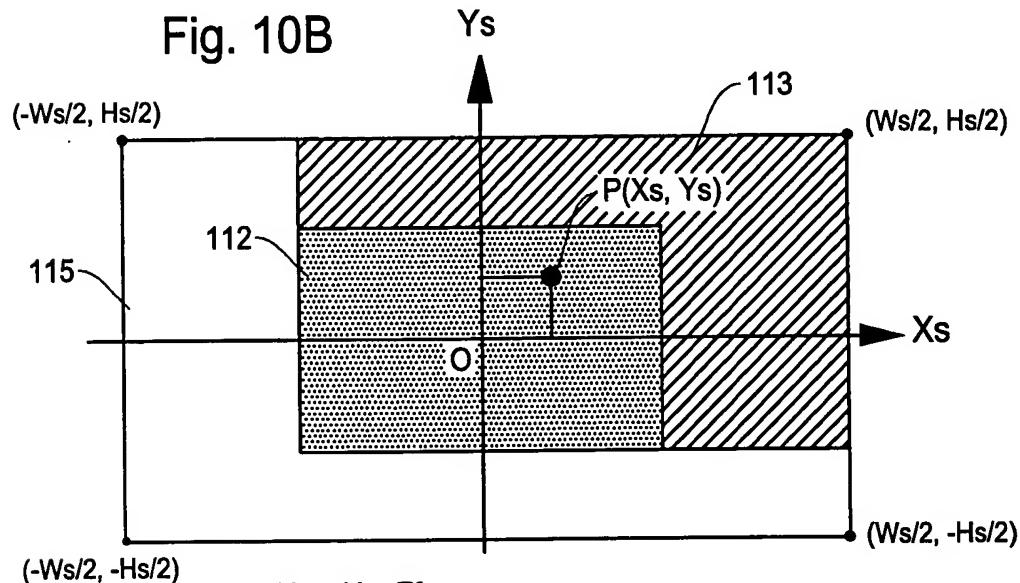


Fig. 10B



$$X_s = X_p \cdot Z_f$$

where $X_p = X_g (W_s/N)$

$$Y_s = Y_p \cdot Z_f$$

where $Y_p = Y_g (H_s/N)$

Fig. 11A

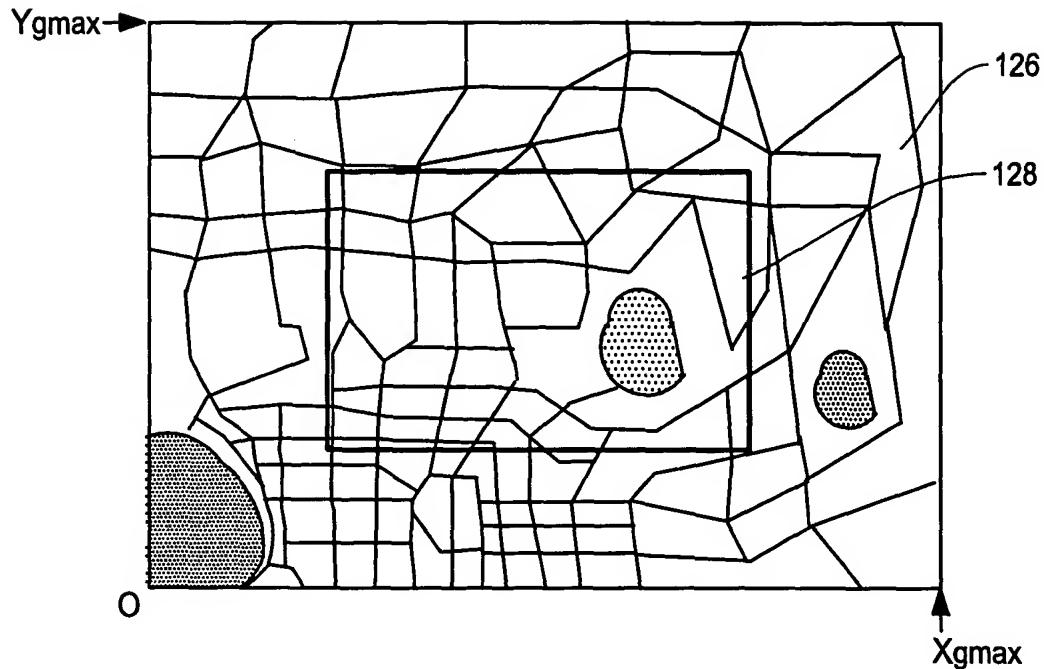


Fig. 11B

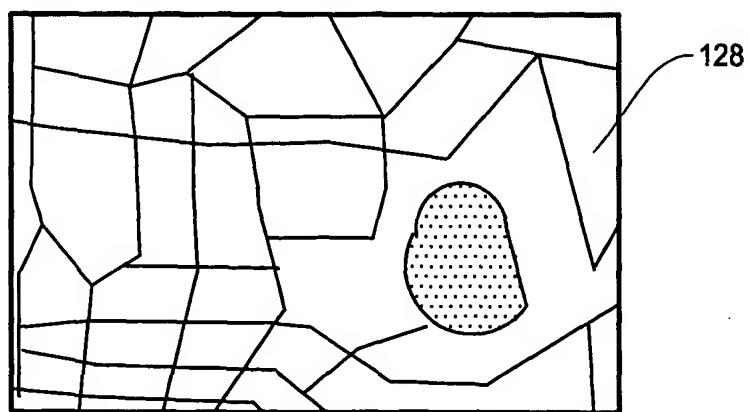


Fig. 12A

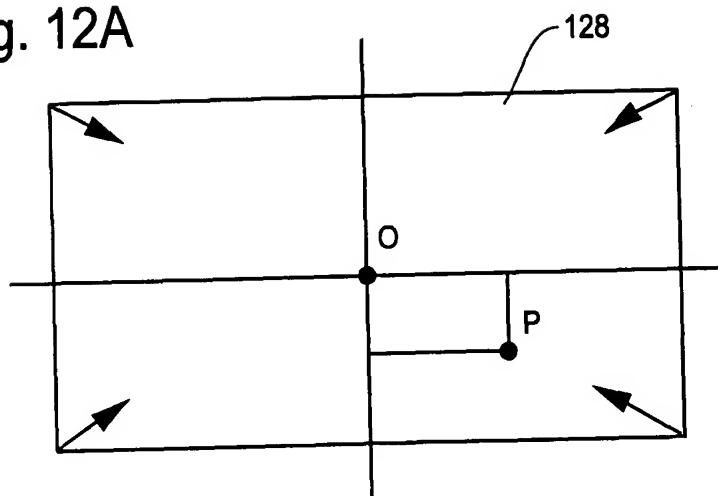


Fig. 12B

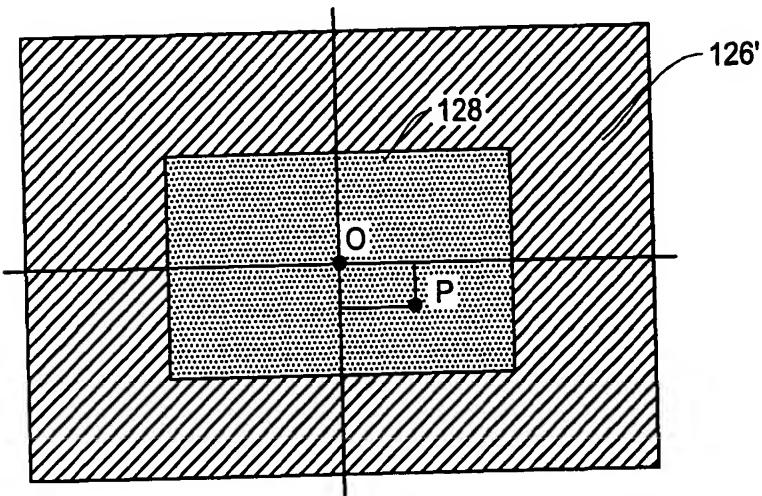


Fig. 12C

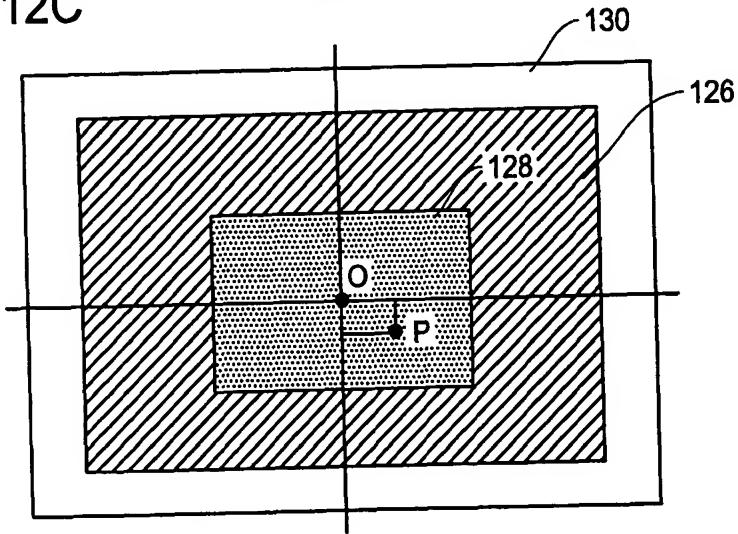


Fig. 13A

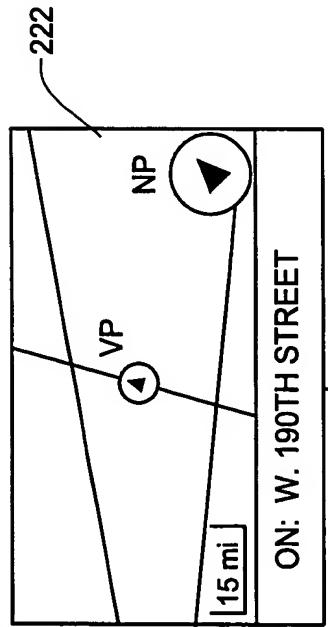


Fig. 13D

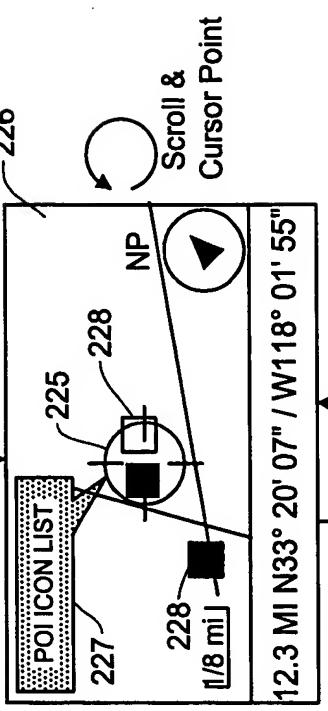


Fig. 13B

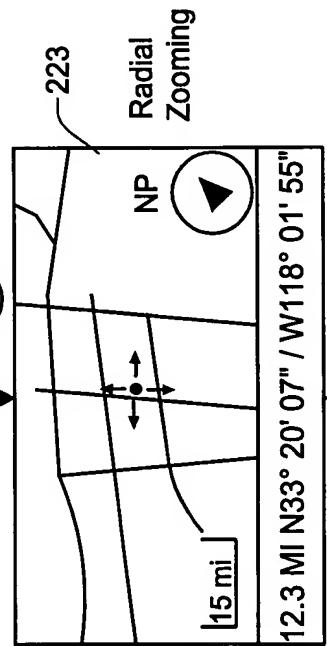


Fig. 13E

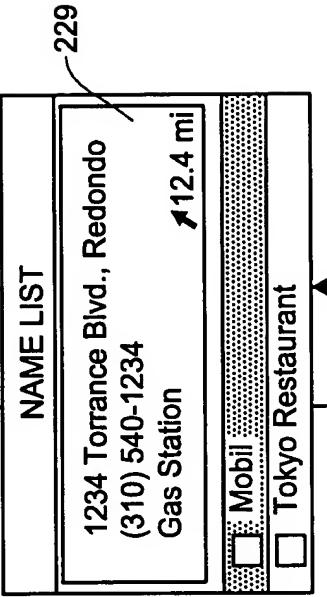


Fig. 13C

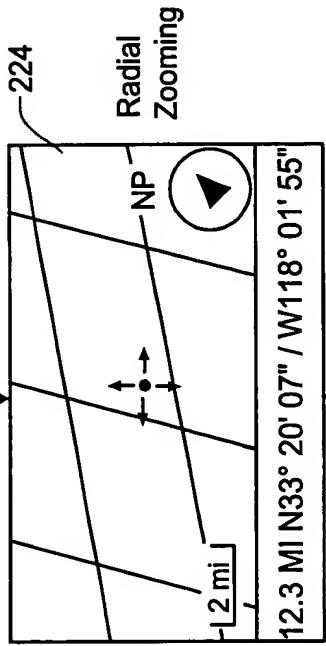
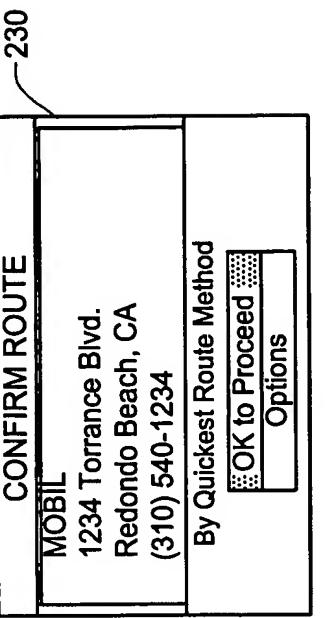


Fig. 13F



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